

**Remarks:**

These remarks are responsive to the Office action dated July 20, 2007. Prior to entry of this response, claims 1-15 and 18-37 were pending in the application. By way of this response, claims 1, 3, 18, 21, 30-32, and 34-37 are amended, claims 20 and 33 are cancelled, and new claim 38 is added. Applicant respectfully requests reconsideration of the application and allowance of the pending claims.

**Allowable Subject Matter**

Claims 31 and 33-34 are indicated to be allowable if rewritten to overcome the rejection(s) under 35 U.S.C. 112, 2<sup>nd</sup> paragraph, set forth in this Office action and to include all the limitations of the base claim and any intervening claims.

Applicant thanks the Examiner for the indication of allowable subject matter. Applicant has incorporated the subjected matter of allowable claim 33 into amended claims 1 and 37, as discussed below.

**Claims 1, 36, 37**

Claims 1-2 and 36-37 are rejected under 35 U.S.C. 102(b) as being anticipated by the Fall Out 2 reference. Applicant respectfully traverses the rejections, but nevertheless amends Independent claims 1, 36, and 37 to further prosecution.

Applicant has amended independent claims 1 and 37 to recite, among other features, "adjusting a current trust state of the non-player character based on the game event; and selecting a non-player character reaction based on the current trust state of the non-player character, wherein the non-player character reaction includes being unable to perform a command from the player character when the trust state of the non-player character is below a predetermined level." These features of original claim 33 were identified in the office action by the Examiner as not being taught by the prior art. As such, Applicant respectfully submits that these amendments place claims 1 and 37 in condition for allowance.

Dependent claims 2-15, 18-19, 21-32, 34-35 are also believed to be placed in condition for allowance with these amendments.

Applicant has amended claim 36 to recite that the emotional state includes both a fear state and a trust state, and that the non-player character reaction is selected based on a determination whether three conditions are met, namely, based on a determination of whether the fear state of the non-player character is detected to be above a predetermined level, whether the fear state is detected to be below a predetermined level and the trust state is detected to be above a predetermined level, and/or whether the trust state of the non-player character is detected to be below a predetermined level. New claim 38 further limits claim 36 by specifying the character reactions that are performed under each of these three conditions. No new matter is added by these amendments. Neither the Fall Out 2 reference, nor the Shatterfield's Eternal Darkness: Sanity's Requiem Review reference, alone or in combination, disclose or suggest such a combination of features as are recited in claims 36 and 38. As such, claims 36 and 38 are also believed to be in condition for allowance.

Conclusion

Applicant believes that this application is now in condition for allowance, in view of the above amendments and remarks. Accordingly, Applicant respectfully requests that the Examiner issue a Notice of Allowability covering the pending claims. If the Examiner has any questions, or if a telephone interview would in any way advance prosecution of the application, please contact the undersigned attorney of record.

Please charge any cost incurred in the filing of this Response, along with any other costs, to Deposit Account No. 503397.

Respectfully submitted,

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